

**WHAT IS CLAIMED IS:**

1. A method of conducting a game of chance on a gaming machine controlled by a processor, the method comprising:

receiving a wager;

displaying an array of locations individually selectable by a player and the  
5 processor;

receiving alternating selections by the player and the processor of unoccupied  
ones of the locations in the array for placement of respective first and  
second symbol types, a probability of using a winning strategy for the  
selections by the processor varying with successive ones of the  
10 selections by the processor; and

awarding a payout based on an outcome of the game.

2. The method of claim 1, wherein the probability of using a winning strategy for  
the selections by the processor increases with successive ones of the selections by the  
15 processor.

3. The method of claim 2, wherein the probability of using a winning strategy for  
the selections by the processor increases by about 10 percent with each successive  
selection by the processor.

4. The method of claim 1, wherein displaying the array of locations includes  
displaying the array of locations on a video display.

5. The method of claim 1, wherein awarding a payout includes awarding a first  
25 payout for a win by the player, a second payout for a win by the processor, and a third  
payout for a draw.

6. A game of chance for a gaming machine controlled by a processor in response  
to a wager, the game comprising:

an array of locations individually selectable by a player and the processor;  
means for receiving alternating selections by the player and the processor of  
unoccupied ones of the locations in the array for placement of  
respective first and second symbol types, a probability of using a  
winning strategy for the selections by the processor varying with  
successive ones of the selections by the processor; and  
means for awarding a payout based on an outcome of the game.

7. The game of claim 6, wherein the probability of using a winning strategy for  
the selections by the processor increases with successive ones of the selections by the  
processor.

8. The game of claim 7, wherein the probability of using a winning strategy for  
the selections by the processor increases by about 10 percent with each successive  
selection by the processor.

9. The game of claim 6, wherein the array of locations is displayed on a video  
display.

10. The game of claim 6, wherein the means for awarding a payout includes means  
for awarding a first payout for a win by the player, a second payout for a win by the  
processor, and a third payout for a draw.

11. A method of conducting a game of chance on a gaming machine, comprising:  
receiving a wager;  
displaying an array of locations individually selectable by a player;  
receiving a selection by the player of one of the locations in the array;  
providing a trivia question;  
randomly selecting an answer to the trivia question;  
displaying one of a predetermined number of possible symbol types at the  
selected location based on the answer to the trivia question; and

awarding a payout in response to the displayed symbol types forming a winning pattern.

12. The method of claim 11, wherein providing a trivia question occurs after receiving a selection by the player of one of the locations in the array.

13. The method of claim 11, wherein displaying one of a predetermined number of possible symbol types at the selected location includes displaying a first symbol type if the answer is correct and a second symbol type if the answer is incorrect.

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14. The method of claim 11, wherein the array of locations includes a plurality of rows and a plurality of columns, the winning pattern including at least three of the same symbol type along one of the rows, one of the columns, or a diagonal of the array.

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15. A game of chance for a gaming machine controlled by a processor in response to a wager, the game comprising:

an array of locations individually selectable by a player;

means for receiving a selection by the player of one of the locations in the array;

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means for providing a trivia question and randomly selecting an answer to the trivia question;

means for displaying one of a predetermined number of possible symbol types at the selected location based on the answer to the trivia question; and

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means for awarding a payout in response to the displayed symbol types forming a winning pattern.

16. The game of claim 15, wherein the means for providing a trivia question and randomly selecting an answer to the trivia question is responsive to the means for receiving a selection by the player of one of the locations in the array.

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17. The game of claim 15, wherein the means for displaying one of a predetermined number of possible symbol types at the selected location includes means for displaying a first symbol type if the answer is correct and a second symbol type if the answer is incorrect.

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18. The game of claim 15, wherein the array of locations includes a plurality of rows and a plurality of columns, the winning pattern including at least three of the same symbol type along one of the rows, one of the columns, or a diagonal of the array.

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19. A method of conducting a game of chance on a gaming machine controlled by a processor, the method comprising:

receiving a wager;

displaying an array of locations individually selectable by a player, at least one

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of the locations being associated with a hidden symbol of a first symbol type;

receiving one or more selections by a player of one or more of the locations in the array for placement of symbols of the first symbol type;

revealing the hidden symbol; and

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awarding a payout in response to the placed symbols and the hidden symbol forming a winning pattern.

20. The method of claim 19, wherein the array of locations includes a plurality of rows and a plurality of columns, the winning pattern including at least three symbols of the first symbol type along one of the rows, one of the columns, or a diagonal of the array.

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21. The method of claim 20, wherein the plurality of columns includes a first column, a second column, and a third column, the hidden symbol being in the second column, the symbols placed by the player being in one or both of the first and third columns.

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22. The method of claim 19, further including awarding a supplemental payout in response to the placed symbols forming the winning pattern.

- 5 23. The method of claim 19, wherein the one or more selections by the player are awarded to the player based on a random outcome.